



### Art Leader

Our Art Curriculum lead, **Suzy Bulmer**, is responsible for developing an enriched art curriculum and delivering training on developments of planning, schemes of work and teaching across the school.

### Generating Ideas

Art works communicate ideas, moods or symbolic meanings. At Cropwell Bishop Primary School we like to challenge students to discover meaning in the art work they are studying and to use ideas as starting points in their own image-making. Our aim is to help students examine how artists get ideas and how they use and transform these ideas when creating works of art.

Art and design is an essential part of the primary curriculum. At Cropwell Bishop Primary School children explore and develop their skills and creativity using a wide range of media. We value the use of sketch books and encourage the importance of experimentation, exploration and pushing ideas in imaginative ways. Art allows the child to develop their imagination and creativity, to make connections through their inventive minds and gives children the skills to record their imagination and ideas. While it is essentially a practical subject, art should provide opportunities for reflection and, with increasing sensitivity, pupils should acquire the ability to make informed, critical responses of their own work and that of others.

### Making Skills

Art making is a rewarding way for children to express themselves and to learn a broad range of skills and concepts. In making art, students explore the materials and techniques used by artists and architects and experience the decision-making practices that artists have used over the centuries.

### Art Elements

Our Art curriculum is split up into 4 elements:

- Knowledge and understanding
- Making Skills
- Generating Ideas
- Evaluation

These elements do not stand isolated; it is essential for a combination of all of these elements for high quality work to be achieved.

### Art Knowledge

We will be developing the knowledge and understanding of different types of artists, looking at the who, what, when and how of art. This will influence the use of tools, generation of ideas and how to create their intended outcome.